

## **TECK LEE TAN – Technical Artist**

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### **EXPERIENCE**

#### **2011 – Present: Real U Pte Ltd: Technical Artist**

Developed numerous tools for Photoshop and 3DSMax, from exporters to asset browsers to a character kitbasher. Wrote and maintained a custom .FX uberShader that closely matched the look of our in-game materials. Helped the artists whenever I could with tips and tricks, and mediated often between art and tech or production. Worked to plug holes in pipeline and workflow, and to address technical issues with assets. Modified/improved and developed some custom materials (rain and water runoff material, directional accumulation, directional rimlights on characters, fixed up and improved reflection behavior, etc), with close attention paid to user-friendliness of material instance modifications (eg. parameter naming and exposure).

More detailed info: [http://teckartist.com/?page\\_id=75](http://teckartist.com/?page_id=75)

#### **2010 – Present: Independent Developer and Tinkerer: Multiple Roles**

Part of a three-man team working through various game prototypes in Unity. My primary role is tech artist and programmer, focusing on gameplay prototyping and art pipeline automation. Also working on some smaller Unity projects on the side, including a vertex paint tool, a Unity implementation of Unreal's ProcBuilding, and numerous shader experiments. Developed a standalone Flowmap painter in Unity. Experimenting with perceptual computing by way of devkits for the Leap Motion and the Creative Gesture Camera.

#### **2009 – 2010: Ratloop Asia Pte Ltd: Artist**

Built and lit the majority of the environment art for *Rocketbirds: Revolution*. Also created the in-game particle effects and miscellaneous items, as well as additional illustrations. Also provided input on various design matters, from controls to level design and gameplay concerns.

Responsible for training an intern with regards to art direction and workflow.

<http://www.rocketbirds.com>

Produced art and code for a working Wii game prototype, via Unity Wii.

#### **2007 - Present: Freelance Illustrator and 3D Artist**

Worked on various projects and one-off contracts

Modelling and texturing weapon and armor sets, as well as texturing characters and creatures for iOS Turn-Based RPG *Dungeon Lore*.

<http://3dattack.us/Games/DL/index.html>

Modelled, textured, rigged and animated main character model to specific art direction for *Logical Agents*, an in-development artificial intelligence middleware solution.

<http://www.logicalagents.com>

Modelled and textured female medic character class for in-development game Multivaders

<http://www.dummyworld.net>

Rapid prototyping of autobody designs for Hope Technik Pte Ltd engineering solutions. Assisted in the design of the *Firefly* Light Firefighting Vehicle currently in service with the Singapore Civil Defence Force.

## **SKILLS**

2D: PaintTool SAI; Adobe Photoshop, Flash; Cosmigo ProMotion

3D: 3D Studio Max; Silo; Wings3D; Blender; Zbrush; Sculptris

Misc: Allegorithmic Substance Designer

Engines: Unity3D; Unreal3; Torque2D; Scirra Construct

Languages: C#, UnityScript, Maxscript, Javascript + Photoshop API, Python, Processing

## **EDUCATION**

2006 - 2007: SIM University

Major in Information and Communication Technology

2002 - 2003: Montgomery College, Rockville, MD

Major in Illustration

1999 - 2002: American University, Washington, DC

Major in Communication: Visual Media

Honors Nomination, School of International Service Research Symposium

1995 - 1996: Anglo-Chinese Junior College, Singapore

High School Diploma GCE 'A' Level